

**What is claimed is:**

1. A method for determining an adjustment amount to be made to an input hue,  $H_{in}$ , to squeeze the input hue toward a region of preferred hue,  $H_{pref}$ , comprising:
  - a) defining a change in hue as:  $\Delta H = H_{in} - H_{pref}$ ;
  - b) defining a hue weighting function;
  - c) defining an amount of hue adjustment as:  $H_{Adjust} = \Delta H * H_{weight}$ ; and
  - d) generating an output hue by applying hue adjustment to hue input as follows:  $H_{out} = H_{in} - H_{Adjust}$ .

2. A method, as defined in **claim 1**, wherein the weighting function results in monotonic behavior between  $H_{in}$  and  $H_{out}$ .

3. A method, as defined in **claim 1**, wherein the weighting function is defined as a Gaussian function:  $H_{weight} = \text{Gaussian}(H_{pref}, H_{sigma})$ , where  $H_{sigma}$  is a parameter which controls how widespread the effect of the squeezing is.

4. A method, as defined in **claim 1**, wherein the weighting function is defined as a Gaussian convolved with a Rect function:  $H_{weight} = \text{Gaussian}(H_{pref}, H_{sigma}) * \text{Rect}(H_{rectsize})$ , where  $H_{rectsize}$  is an additional parameter which controls the severity of the squeezing.

5. A method, as defined in **claim 1**, wherein the weighting function is defined as the combination of two Gaussian functions given by:

$$\text{weight\_tmp} = e^{\frac{-(H_{in}-M)^2}{2*H_{sigma}^2}} + e^{\frac{-(H_{in}+M)^2}{2*H_{sigma}^2}}, \text{ and}$$
$$H_{weight} = K * \text{weight\_tmp} / \max(\text{weight\_tmp});$$

6. A method, as defined in **claim 5**, wherein  $K$  is chosen to assure monotonicity between  $H_{in}$  and  $H_{out}$ .

7. A method, as defined in **claim 1**, wherein the input is squeezed toward a point in a predetermined colorspace e.g., RGB,  $a^*b^*$ , or  $u^*v^*$  space.
8. A method, as defined in **claim 1**, wherein the preferred hue represents an optimal memory color.
9. A method, as defined in **claim 1**, comprising multiple hue centers to sequentially squeezing the input toward regions of preferred color.
10. A method, as defined in **claim 1**, wherein, in the case of multiple squeezes, defining finite non-overlapping regions of support.
11. A method, as defined in **claim 1**, wherein inputs are pre-specified in a color management system.
12. A method, as defined in **claim 1**, wherein the inputs are dynamically specified by the user.
13. A method, as defined in **claim 1**, wherein the squeezing is applied in a non-uniform way by one weighting function at input hue values less than the preferred hue and another weighting function at input hue values greater than the preferred hue.